Playing TANK BUSTERS

You sit at the controls of an advanced battletank, looking out on the battlefield of the future.

Your mission is to seek out and destroy all enemy forces operating on the asteroid you have been assigned to defend.

Your own tank is equipped with a defensive shield and two kinds of weapon. Firstly you have a conventional cannon, firing high velocity armour piercing shells. In addition to these, you may fire wire guided anti-tank missiles. When fired, these are controlled by use of the left and right keys. Before the game begins, you may choose to use a variant of this missile which provides a televised "missile's eye view" of its flight. However, when a guided missile is in flight, you may not manoeuvre your tank.

A head-up display is provided giving a 360 degree plan view of your immediate vicinity. Your tank is always in the centre of the display, the enemy guided missiles and tanks are shown relative to your position.

The tanks which attack you are equipped with a conventional cannon similar to your own. When an enemy shell impacts with your tank, energy will be lost from the shield (the state of your shield is shown on a bar graph at the bottom of the display). Take care to preserve your shield, as the more tanks you destroy, the more dangerous those which replace them will become.

Good Luck!!

LOADING INSTRUCTIONS:

Set up the Amstrad as detailed in the manual and load by pressing CTRL and ENTER on the numeric keypad simultaneously, after releasing the two keys press PLAY. Tank Busters will now load and auto-run. Please note:— Tank Busters is a very long program and will take some time to load.

CONTROLS:

TANK BUSTERS has a fully user definable game control system, which is explained by the incorporated screen instructions. Joysticks may also be used and are selected from within the front end.
All aspects of the game are open to user control, and can be altered by use of the highly flexible, menu driven front end.

CTRL SHIFT ESC:

When pressed together will cause your tank to self destruct, aborting the game and returning to the main menu or the high score table on the next key press.

FEATURES:

Head Up Display
Colour Vector Graphics
Wormholes
Continuous Error Free Operation
WORKING Multiple High Score Tables
Things In Tanks

Does Not Feature:

Derwent Reservoir
OS 9
Wook Saying "Mon!"
Volcanoes
Doughnuts
Spectacle
Still No Sprites I'm Afraid
Other Gubbins

TANK BUSTERS was written by
Simon Brattel at a secret software
establishment (somewhere in Simon's
bedroom) and on location in Corwen.

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P.D.D. for mastering and duplicating
TANK BUSTERS (and introducing us to
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